EVIL HAS ONE NAME TO FEAR

VAN HELSING™

SIERRA™

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-51908-ANZ

1 Player • Memory Card (8MB) (for PlayStation®2) : 157KB minimum • Analog Control Compatible: all buttons • Vibration Function Compatible

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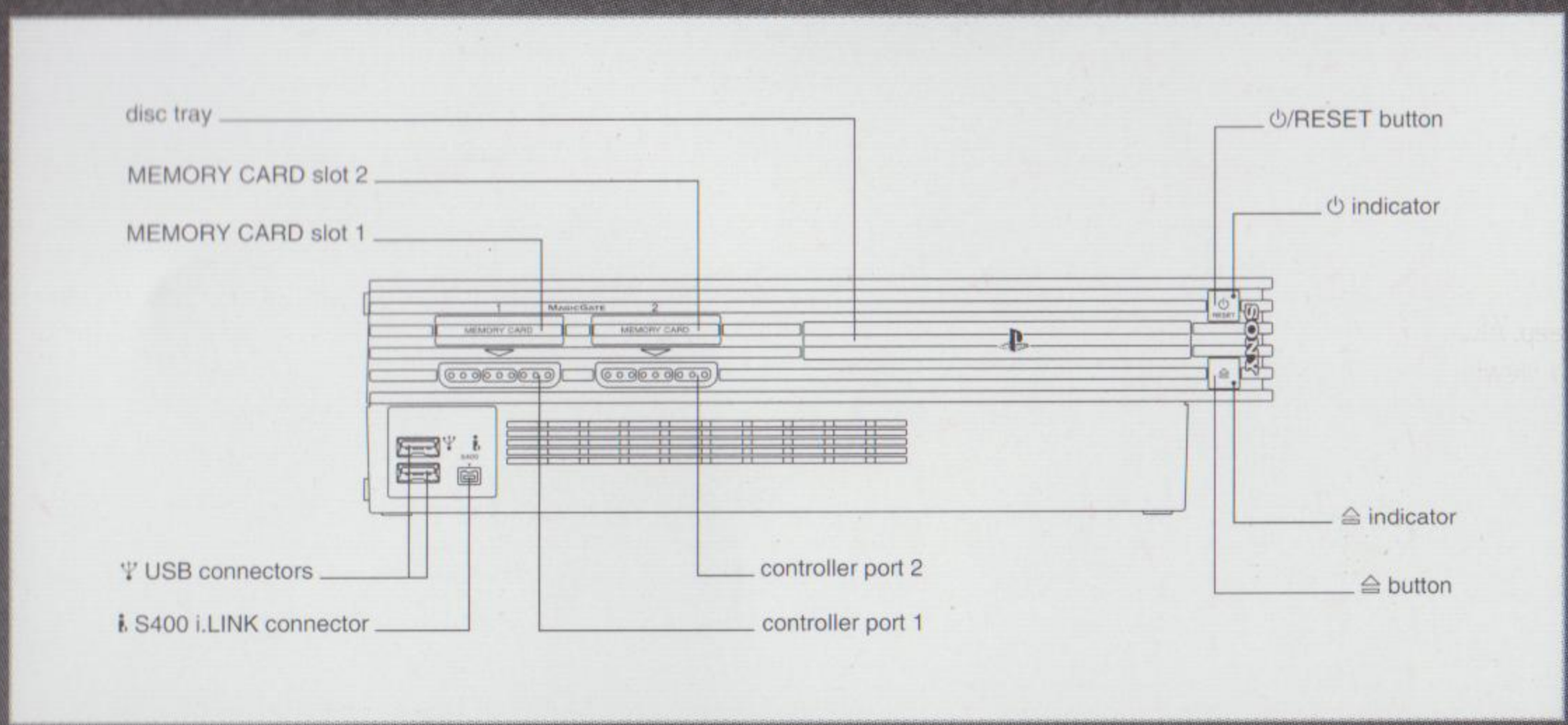
GETTING STARTED

Set up the PlayStation®2



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the ⏻/RESET button. When the ⏻ indicator to is green, press the ⏏ button and the disc tray will open. Place the *Van Helsing* disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Attach game controllers and other accessories, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARDS (8MB) (for PlayStation®2)

You may save your progress while playing Van Helsing. In order to do so, you must have a memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1 of your console. This title uses an Autosave feature as the only method of saving. In order to successfully save game data, you must select a save game slot upon commencing play. Game data will then be automatically saved to that save game slot on the memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 as you progress. Insertion of a memory card (8MB) (for PlayStation®2) after boot-up may result in data being overwritten. It is advised that you do not insert or remove memory cards (8MB) (for PlayStation®2) or other accessories once the power is turned ON.

If you have a memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1 containing a Van Helsing game save, game data will be Autoloaded on boot-up.

Please ensure you have enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Select your preferred language from your console's internal System Configuration Menu before commencing play. You can choose from English, French, Spanish, German and Italian.

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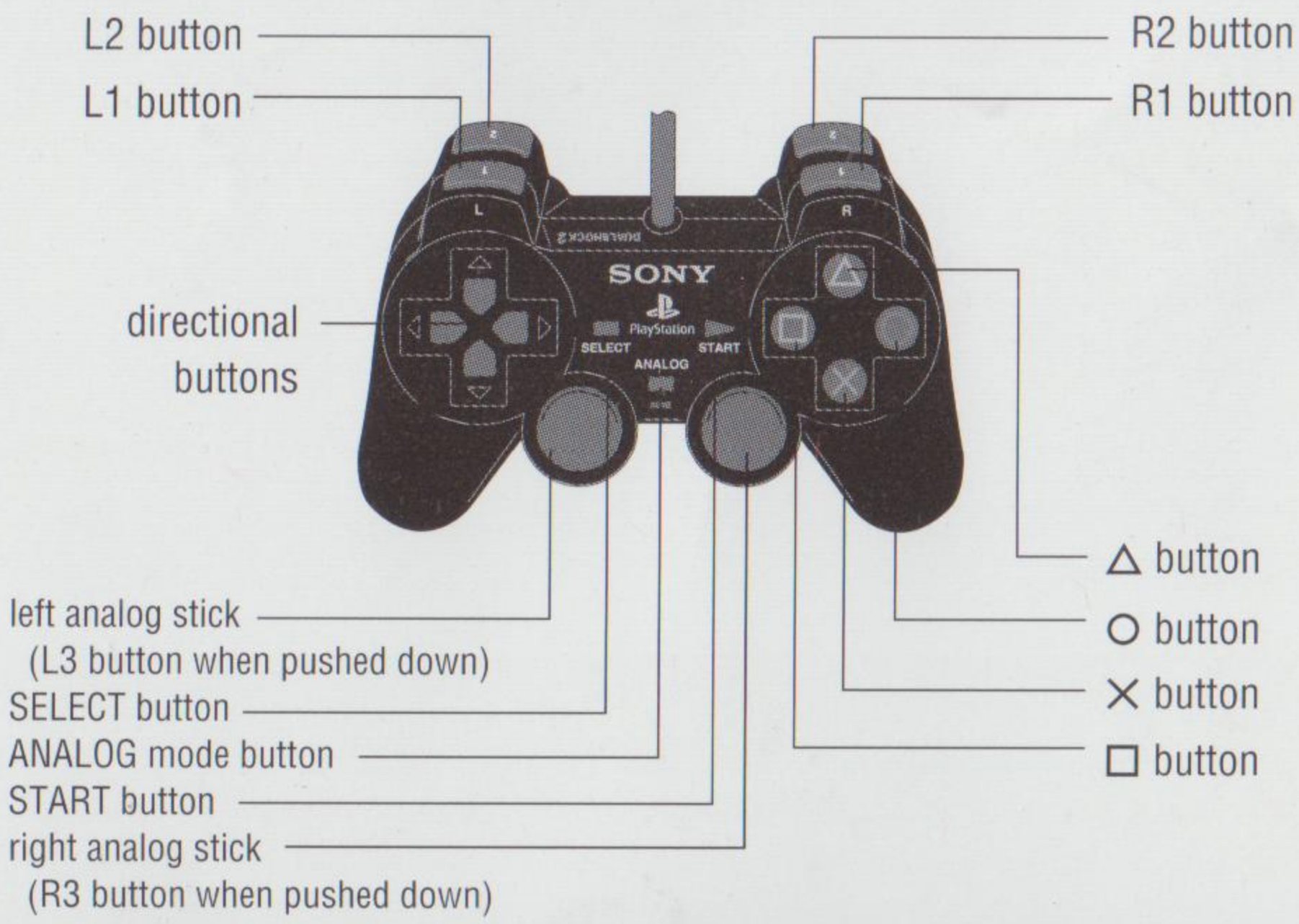
STARTING UP

ANALOG CONTROLLER (DUALSHOCK®2)



BASIC CONTROLS

CONTROLLER CONFIGURATION

Button	Interface	Van Helsing
left analog stick	Navigate Menu	Move
□ button	—	Projectile Weapon (Primary)
△ button	Cancel	Melee Weapon (Secondary)
○ button	—	Check/Grapple*
× button	Accept	Jump/Dodge*
L1 button	—	Toggle Alternate Ammo Mode
L2 button	—	Weapon Select
R1 button	—	Aim
R2 button	—	Finishing Move
directional buttons	Navigate Menu	Quick Weapon Select
START button	—	Start Menu/Skip Movie

* = "Aim" (R1 button) must be held to use.

INTRODUCTION

VAN HELSING

It is the turn of the 19th century, and monsters lurk in the shadow, stalking prey under the cover of night. But one man hunts them so fiercely that mention of his name spreads dread through their empty hearts. The one name they all fear is Van Helsing.

Found on the steps of the Vatican with no memory of his past, Van Helsing was taken in by priests, who quickly discovered his great skill in combat. Cardinal Jinette inducted Van Helsing into a secret society of monster hunters that has waged a war against the underworld for hundreds of years.

MAIN MENU

When you start the game, the Main Menu appears with the following options:

CONTINUE – Continue the most recently saved game.

NEW GAME – Select a save game slot to create new game data and begin a new game.

LOAD GAME – Choose and continue a previously saved game.

GALLERY – View movies that you unlock through play.

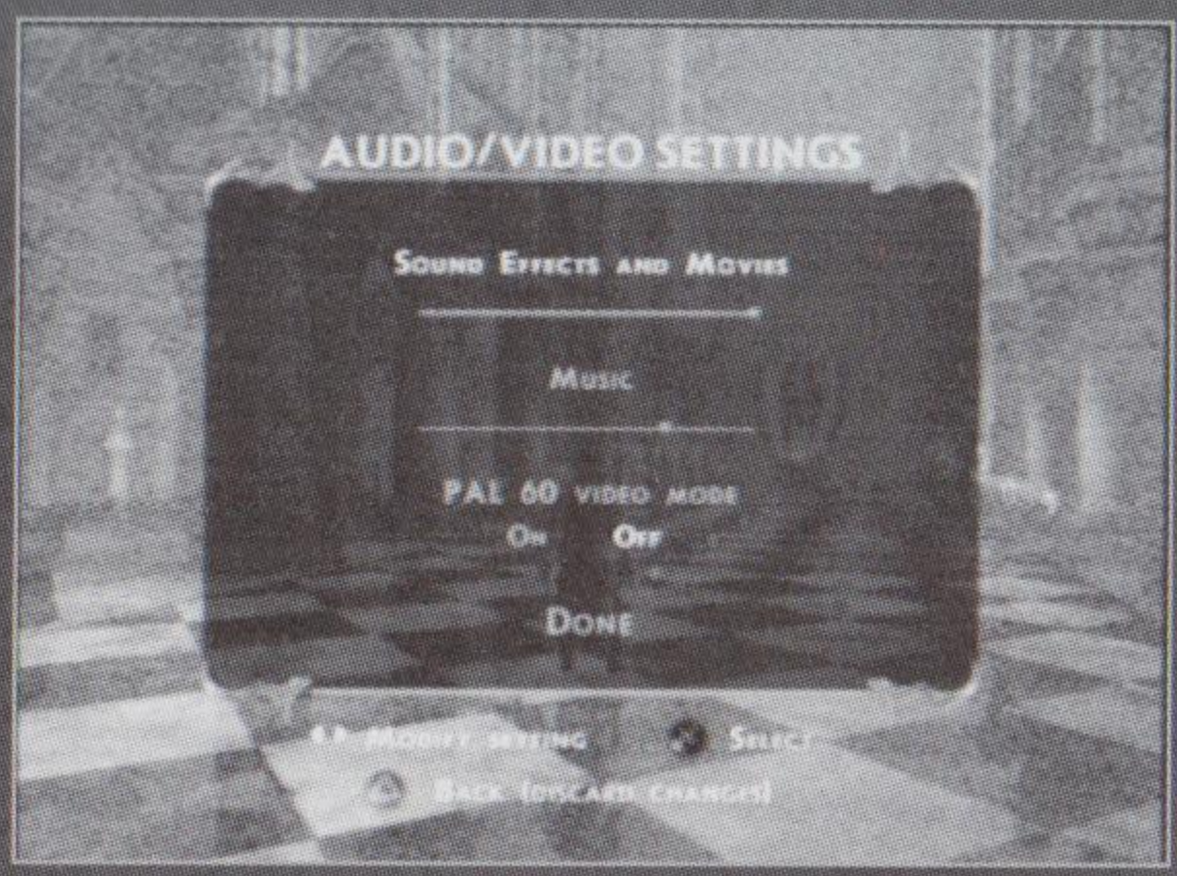
OPTIONS – Change game settings in the Options Menu.

Play Settings

Separate Projectile/ Melee in Weapon Slots (YES/NO):* By default, only one projectile weapon and one melee weapon can be selected in your Primary and Secondary Weapon slots. Setting this option to *NO* allows you to assign two projectile weapons or two melee weapons in your Primary and Secondary Weapon slots.

Aiming Scheme (MANUAL/AUTOSWITCH):* By default, Van Helsing sometimes switches targets when the Aim (R1) button is held. Setting this option to *MANUAL* disables auto-switch and lets you switch to new targets manually by tapping the Aim button repeatedly.

Done: Accept play settings and return to the main Options Menu.



Audio/Video Settings

Adjust audio and video settings:

Sound Effects and Movies (Slider)
Adjust the volume of sound effects in the game.

Music (Slider)
Adjust the volume of music in the game.

PAL 60 (ON/OFF)*
For a clearer picture, set this option to ON only if your television supports PAL 60 and you are using component video cables with your console. This option is set to OFF by default.

Done: Accept audio/video settings and return to main Options Menu.

Control Layout

Adjust controller settings:

Vibration (ON/OFF)*
By default, controller vibration is ON. Set this option to OFF to disable it.

Select a Control Scheme (Scheme 1-3)*
Choose from three control schemes for Van Helsing.

Done: Accept settings and return to main Options Menu.

Reset to Defaults

Reset all options in the Play Settings, Audio/Video Settings, and Control Layout menus to their default settings.

Accept & Exit

Accept changes and exit the Options Menu.

START MENU

Press the START button anytime in play to access the Start Menu.

RESUME

Return to the game.

INVENTORY

Enter the Inventory Menu. Use the left analog stick to scroll left or right and access four different sub-menus:

Items: The Items Menu lists disposable items that you have collected and offers the chance to use them, helping you in your quest.

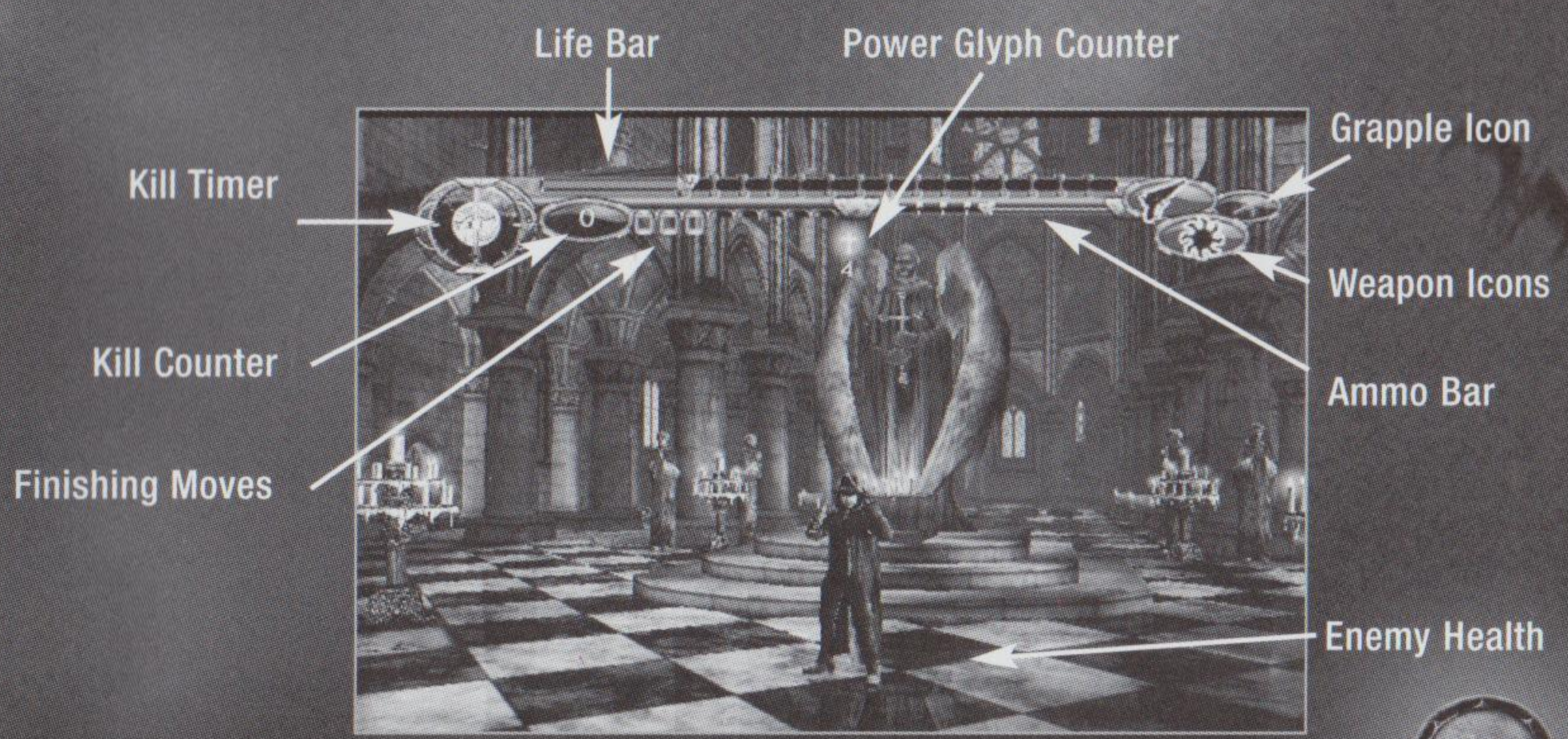
Weapons: The Weapons Menu lists weapons you have collected and provides a brief description of each one.

Moves: The Moves Menu lists moves you have purchased from the Armory and provides a brief description of each one.

Cheats: The Cheats Menu shows cheats you have acquired from Cheat Glyphs and provides you with information and switches to activate/deactivate them.

HUD (HEADS-UP DISPLAY)

The HUD, which displays valuable information about Van Helsing, his environment, and monsters is available when enemies are nearby, power glyphs are collected, or the Aim (R1) button is used.



LIFE BAR

Your Life Bar extends across the top and center of the screen. If the meter ever empties, you will die and lose some of your progress. Your Life Bar capacity will increase as you collect Health Increaser Glyphs through exploration and by purchasing Health Increasers in the Armory *(see Armory, p.12).*

KILL TIMER

To the left of the Life Meter is the Kill Timer. Whenever you hit a monster, the timer begins to count down. If you kill a monster before the timer runs out, a point is added to your Kill Counter. If the timer ever counts down, the score on your Kill Counter is reset.

KILL COUNTER

The Kill Counter is located to the right of the Kill Timer. It records how many monsters you kill before the counter runs out. You acquire more finishing moves by achieving high scores on the Kill Counter.

FINISHING MOVES

Finishing Moves are displayed to the right of the Kill Counter. Empty canisters represent unavailable finishing moves. A new Finishing Move becomes available whenever five kills are recorded on the Kill Counter. You can increase the number of canisters available by purchasing Finisher Slots from the Armory *(see Armory, p.12).*

POWER GLYPH COUNTER

The Power Glyph Counter is located between the Finishing Moves and the Ammo Bar. Whenever you collect a power glyph, or when the Aim (R1) button is held, the Power Glyph Counter appears on screen to display the total number of power glyphs collected.

AMMO BAR

The Ammo Bar is a blue bar located to the left of the Weapon Icons. In Alternate Ammo Mode, you drain your Ammo Bar with each shot you fire. You can regenerate your alternate ammo with normal attacks, and you can increase your Ammo Bar capacity by purchasing Ammo Increasers in the Armory *(see Armory, p.12).*

WEAPON ICONS

To the left of the Grapple Icon are your Primary (Projectile) and Secondary (Melee) Weapon Icons. When using Weapon Select, these weapon icons expand into your full arsenal of weapons. By pressing the left analog stick up or down, you can assign a new weapon to the Primary and Secondary Weapon slots.

GRAPPLE ICON

This icon will appear in the upper right corner of the screen when Van Helsing can use his grapple gun to grapple a target in the environment. Not all grapple icons appear in the gameplay window—paying close attention to the Grapple Icon in the HUD may reveal secret grapple points.

ENEMY HEALTH

A bar at the bottom and center of the screen represents the health of targeted monsters and boss characters.

OBSTACLES

Many obstacles must be overcome to complete your mission.

GRAPPLE POINTS

Grapple points will light up and grow when Van Helsing is able to interact with them using his grapple gun. Van Helsing must use his grapple to swing across treacherous gaps, reach high ledges, trigger switches, and find secrets. Keep your eyes peeled!

BARRIERS

Use your Check button on doors and other Barriers you find. Sometimes, you will find a barrier that can be destroyed with weapons in your arsenal. Some areas will never be accessed (and some secrets never found) until you master this skill!

PUZZLES

Use your Check button when there seems to be no other way out. Sometimes you must investigate your surroundings more closely to navigate through your environment!

WEAPONS

PRIMARY (PROJECTILE) WEAPONS

PISTOLS

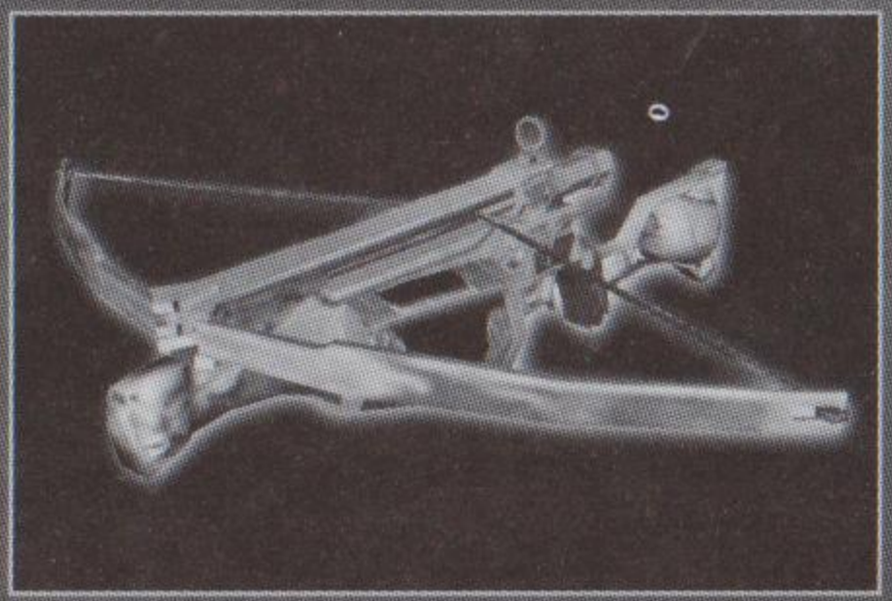
Accuracy and speed make the pistols a perfect tool for dispatching lesser fiends. Van Helsing never leaves home without them.

Alternate Ammunition Upgrade: Silver bullets blessed in Holy Water—effective against vampires and werewolves

SHOTGUN

This spread weapon fires less rapidly than the pistols and may hit several enemies at once, but it is most devastating at close range.

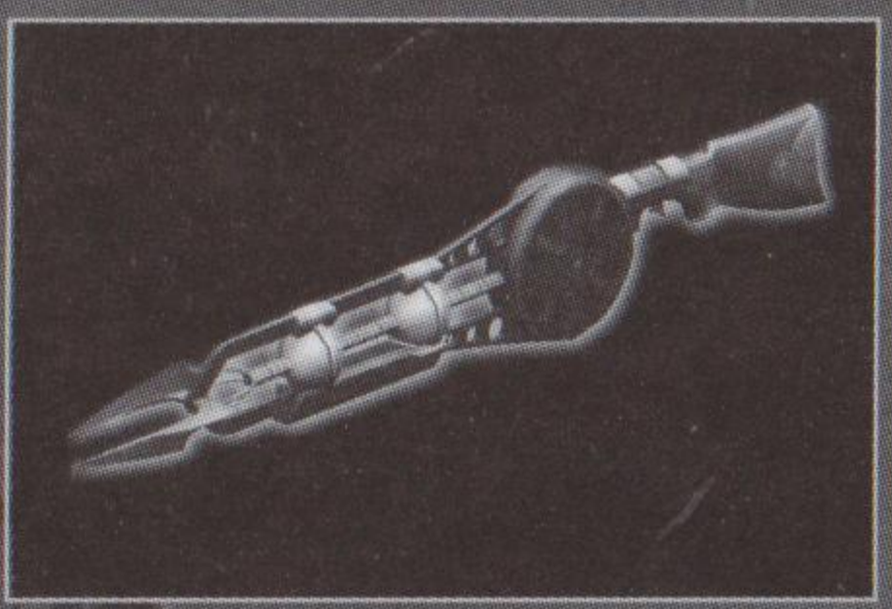
Alternate Ammunition Upgrade: Incendiary ammo—effective against stone monsters, and enemies with icy powers



GAS-POWERED CROSSBOW

These rapid-fire bolts require more skill to hit quick targets, but do serious damage against monsters made of flesh and flying creatures.

Alternate Ammunition Upgrade: Explosive-tipped bolts—effective against stone



LIGHTNING GUN

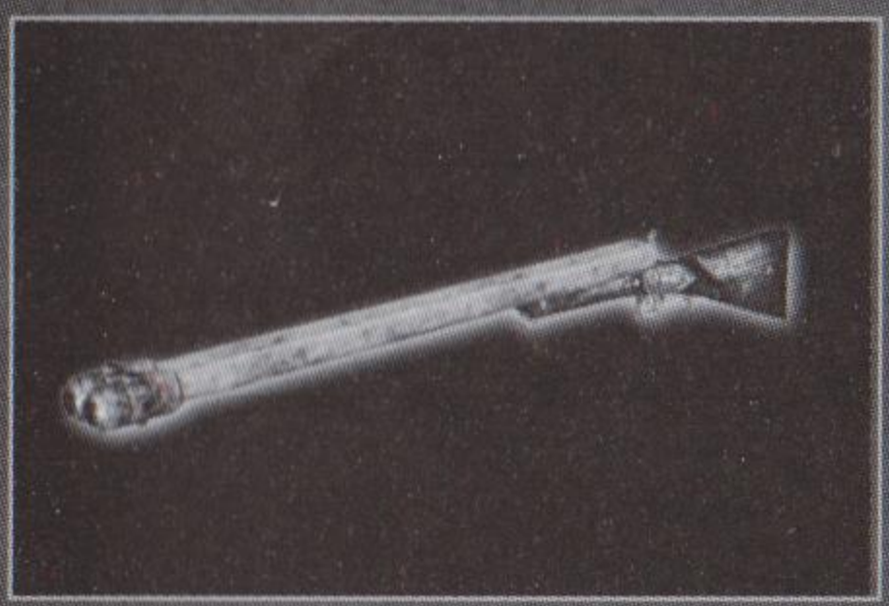
Powerful pulses of electricity are hurled from its maw and explode on impact. This massive source of power is especially effective against the noncorporeal.

Alternate Ammunition Upgrade: Unknown

GATLING GUN

This cutting-edge technology delivers bullet after bullet of monster-decimating fun. Few monsters can withstand the barrage of lead, but the wielder is less mobile when firing it.

Alternate Ammunition Upgrade: Unknown



RIFLE

Legend speaks of a gifted craftsman who created a rifle so powerful that it was cast into the netherworld so no mortal could wield it.

Alternate Ammunition Upgrade: None

SECONDARY (MELEE) WEAPONS

TOJO BLADES

These small handheld buzz saws make short work of enemies at close range. Van Helsing never leaves home without them.

Alternate Ammunition Upgrade: Supernatural frost—effective against enemies with fiery powers

DUAL SCIMITARS

The scimitars are the preferred weapons of ancient monster hunters. They provide a longer range than the tojo blades, but have slightly less power.

Alternate Ammunition Upgrade: Unknown

POWERUPS

You will come across many items that will help you in your travels:

Power Glyph: Power Glyphs are usually found on defeated enemies and breakable objects. You can use them to purchase new items and abilities from the Armory. Collecting power glyphs and spending them wisely are crucial to your success!

Life Glyph: Life Glyphs are usually found on defeated enemies and breakable objects, but they are far less common than Power Glyphs. When you collect a Life Glyph, some of your life *(see HUD, p.5)* will be restored.

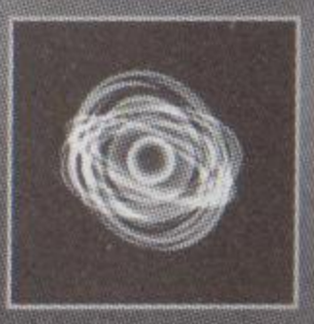
Life Increaser Glyph: Life Increaser Glyphs are hidden throughout Transylvania. Your Life Bar *(see HUD, p.5)* capacity increases for each two Life Increaser Glyphs you find.

Life Replenisher Glyph: Life Replenisher Glyphs are hidden throughout Transylvania and can be used from your Inventory Menu *(see Start Menu, p.5)* to completely refill your Life Bar *(see HUD, p.5)*.

Ammo Increaser: Ammo Increasers can be bought in the Armory *(See Armory, p.12)*. When you buy one, the size of your Ammo Bar is increased.

Ammo Replenisher: Ammo Replenisher Glyphs are hidden throughout Transylvania and can be used from your Inventory Menu *(see Start Menu, p.5)* to completely refill your Ammo Bar *(see HUD, p.5)*.

Speed Boost Glyph: Speed Boost Glyphs are hidden throughout Transylvania and can be used from your Inventory Menu *(see Start Menu, p.5)* to gain a temporary boost in speed.



Cheat Glyph: Cheat Glyphs are hidden throughout Transylvania and act as rewards that provide new ways to interact with the world around you.

Easter Egg: Easter Eggs are hidden throughout Transylvania and can be used at egg pedestals to enter the netherworld.

ADVANCED CONTROLS

Targeted Attack – R1 button *(Aim)* + □ button *(Primary [Projectile] Weapon) or* △ button *(Secondary [Melee] Weapon)*
Hold the Aim button to direct your attacks toward nearby enemies.

Melee Weapon Combo – R1 button *(Aim)* + △ button *(Secondary [Melee] Weapon)* + △ button + △ button
By performing melee attacks in succession, you can perform basic combos on your opponents. As you progress, you can purchase new moves from the Armory, and mix them to create devastating new combos. Experiment to master them all!

Wall Jump – ✕ button *(Jump)* + ✕ button
Jump against a wall, and then jump again to propel yourself off the wall at double the height of a normal jump.

Dodge – R1 button *(Aim)* + ✕ button *(Jump)*
Press in any direction, hold the Aim button, and tap the Jump button to dodge in the direction you are pressing. Once mastered, this quick maneuver will become your best friend, providing narrow escapes from your opponents' most dangerous attacks.

Grapple – R1 button *(Aim)* + ○ button *(Check)*
The grapple plays an essential role in exploration and combat. Use it when a Grapple Icon is lit *(see HUD section beginning on p.5)* to traverse difficult terrain, or fire it at enemies to close your distance from them.

Move – R2 button *(Finishing Move)*
Acquire Finishing Moves in combat *(see HUD section beginning on p.5)* and use them to kill enemies instantly! (Against some creatures, this attack will only do extra damage.)

Air Strike – R1 button *(Aim)* + △ button *(Secondary [Melee Attack] Weapon)*
Hold the Aim button, press the left analog stick backward, and attack with your tojo blades or scimitar to uppercut enemies into the air, making them vulnerable to further attacks. You can follow enemies into the air by holding the attack button during an Air Strike.

Grapple Jump – R1 button *(Aim)* + ○ button *(Check)*
Perform a long jump by jumping while you slide across the ground on your grapple line.

ARMORY

You can purchase new items and moves at the Armory with your Power Glyphs.

ARMORY ITEMS

The following items can be purchased to help you in your journey.

Life Increaser: When purchased, this immediately increases the capacity of your Life Bar *(see Powerups, p.10)*.

Life Replenisher: This appears in your Inventory when purchased. The Life Replenisher refills your Life Bar when used *(see Powerups, p.10)*.

Ammo Increaser (half): When purchased, this immediately increases the capacity of your Ammo Meter. *(see Powerups, p.10)*.

Ammo Replenisher (full): This appears in your Inventory when purchased. The Ammo Replenisher refills your Ammo Meter when used *(see Powerups, p.10)*.

Speed Boost: This appears in your Inventory when purchased. The Speed Boost grants you a temporary increase in speed when used *(see Powerups, p.10)*.

Finisher Slot: When purchased, this immediately increases the number of Finishing Move Slots available for Finishing Moves.

ARMORY MOVES

The following moves are permanently added to your arsenal of attacks, providing important advantages as you progress through the game.

Dodge-Fire

R1 button *(Aim)* + ⊗ button *(Jump)*
Hold the Jump button while you dodge and press the left analog stick to the left, right, or back to supplement your dodge with a special attack when your pistols, shotgun, or crossbow is equipped.

Grapple Strike

R1 button *(Aim)* + ○ button *(Check)*
Automatically start a tojo blade or scimitar combo when you hit the enemy with your grappling hook.

Ground Strike

R1 button *(Aim)* + △ button *(Secondary [Melee Attack] Weapon)*
Hold the Aim button, press the left analog stick forward, and attack with your tojo blades or scimitar to slide forward and swing downward. Enemies lying on the ground are vulnerable to this attack, and sometimes bounce back into the air!

Tojo Fire

R1 button *(Aim)* + △ button *(Secondary [Melee Attack] Weapon)*
Wind up your tojo blades by holding the Melee Attack button, and then fling them across the room at unwary enemies.

Air Hop

R1 button *(Aim)* + △ button *(Secondary [Melee Attack] Weapon)* ... ⊗ button *(Jump)*
Hold the Melee Attack button while performing an Air Strike to lift into the air, and then press the Jump button to perform a second jump on thin air!

Scimitar Swing

R1 button *(Aim)* + △ button *(Secondary [Melee Attack] Weapon)*
After performing a Ground Strike, hold the Aim button, press the left analog stick forward, and attack with your scimitars to perform a spinning knock-back attack.

Melee Explosion

R1 button *(Aim)* + △ button *(Secondary [Melee Attack] Weapon)* + △ button + △ button
Complete a melee combo to release powerful area-effect magic that damages all nearby opponents.

MONSTERS

The influence of Dracula has spread far across the lands of Transylvania, disturbing the souls of the dead and bending the shapes of beasts into creatures of the night.

FELL SPIRITS

These are the tortured spirits of dead Transylvanians who seek the sweet embrace of flesh with mindless intensity.

GARGOYLES

Gargoyles, flying demons of stone, were created to ward off evil spirits, but the land has twisted the holy blessings bestowed on them. They burst to life, devouring their makers and turning once-holy shrines into nests of evil.

BANSHEE

At a glance, the ethereal banshees are alluring and seemingly harmless, but they can kill with screams of agonizing power.

DWERGI

Germanic trolls, once found wandering in the wilds of Transylvania, have been bent by Dracula's evil will and put to work as his servants. They are small, but their hearts are filled with malice, and their minds are as wicked as their spears.

WISPS

These evil spirits wander the earth, drain its power, and command the elements to destroy every living thing they encounter with violent fury.

VAMPIRE BATS

These flying monsters are large enough to drain the blood of a full-grown human. Their massive fangs then make short work of their unfortunate victims.

THE WOLF MAN

The Wolf Man has the speed of a beast, the strength of a giant, and a will dominated by Dracula. His legendary bite is feared above all else, for everyone who is bitten will carry the curse of the werewolf.

DRACULA

Dracula is the ancient enemy of the Valerious family. His fair appearance and civility disguise an insatiable thirst for blood, and the evil force that animates him gives him the power to defy gravity, command the elements, and shapeshift into a vampire demon. Anna and her ancestors have fought Dracula for generations, but nothing in the known world can harm him.

THE FRANKENSTEIN MONSTER

The Frankenstein Monster is the tortured creation of the late Doctor Frankenstein. Pieced together from corpses on a framework of bone and metal, the Monster is terrifying to behold. Though peaceful by nature, fear drives him to use his rock-crushing strength and monstrous form against those he perceives as enemies.

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CREDITS

DEVELOPED BY SAFFIRE CORP.

Project Management

Lead Designer
Alan Tew

Lead Programmer
Joel Barber

Project Manager
Mike Tidwell

Lead Audio
Rick Bradshaw

Cinematics Lead
Sam Nielson

Art Direction
Walter Park

Engine Programming
Brian Zaugg
Deon McClung
Joel Barber
Pete Ward

Gameplay Programming
Ammon Diether
John McCoy

AI Programming
Shane Smit
Terry Penn

Audio Programming
Deon McClung

Interface Programming
Aaron Knoll
Karren Willard

Core Design
Brandon Harmon
Jason Ablett
Jason R. Smith
Jeremy Throckmorton
Manfred Neber
Ryan Cook

Design
Alex Rushton
Daniel Badilla

Core Cinematics Artists
Matt Leishman
Ryan Goldsberry
Sam Nielson

Cinematics Artist
Lauriann Wakefield

Core Character Animation
Lauriann Wakefield

Character Animation
Sam Nielson

Core 3D Modeling
Kevin Keele
Toran Kotter

3D Modeling
Johnny Breeze
Steve James
Zygote

Core Effects Artists
Andrew Nielson
Joseph A. Hansen
Mike Lott
Neil Melville

Core Texture Artists
Lael Henderson
Joe Olsen
Shauna Howell
Steve James

Texture Artists
Derek Hunter
Kevin Keele
Manfred Neber
Toran Kotter

Interface Art
Mel Milton

Music Composition and Mixing
VitalSparks

Director of Sound
Christian Johnson

Dialog Mixer
Rich Seitz

Music Supervisor
Tom Zehnder

Composers
Steve Kutay
Tom Zehnder

Additional Music by
Cris Velasco

Orchestra
Northwest Sinfonia Orchestra

Concertmaster
Simon James

Conductor
Jonathan Merrill

Sound Manager
Steve Kutay

Additional Sound Design
Bo Bennike
Rich Seitz

5.1 Mixer
Bo Bennike

Production Coordinator
Shawn Johnson

Choir
Carver Cossey
David Babinet
Helene Quintana
John St. Marie
Kristian Leukert
Laura Harrison
Lorelei Cress
Lori Stinson – soloist and contractor

Sound Effects
Soundelux DMG

Supervising Sound Designer
Bryan Bowen

DMG Creative Director
Scott Martin Gershin

Sound Designers
Pam Aronoff
Bryan Celano
Dorian Cheah
Lisle Engle
Dutch Hill
Tom Ozanich
Alan Rankin
Peter Zinda

Asset Manager
Sara Huddleston

Audio/Visual Coordinator
James Tabb

Production Assistant
Justin Langley

DMG General Manager
Becky Allen

Saffire QA
Fred Gonzalez
Sambo Ouk

Saffire Management

Business Development
Brett Nord

Additional Project

Management
Brian Christensen

Office Management
Cindi Adamson

HR/Finance Manager
Denise Hampton

Network Administration
Garrett Lindsay

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Intro Movie

Final Light Productions
Brian DeMetz
John Slowsky

Director/Writer/Art

Director
John Slowsky

FMV Storyboards
John E. Gibson IV

Opening Cinematic Music

Composition, Sound FX Design

Foley, and 5.1 mix by
Mike Reagan Music L.L.C.

Additional Design
Chris Rushton
John Tran

Additional Art/Content

Conceptual Art and Design
Alan Roderick-Jones

Animation
Brandon Beckstead

Effects
Brian DeMetz

Making of Video
Brian Lefler

Cinematics
Charles Zilm

Animation
Emily Whitney

Effects
Final Light Productions

Animation
Gavan Knowlton
James Torrens

Story Illustrations
Jeff Watts

Cinematic Storyboarding
John E. Gibson IV

Lighting and Textures
John Slowsky

Interface Concepts
Micah Bauar

Interface Concepts
Nathan Whitman

Cinematic Consulting
Robert Grasmere

3D Modeling
Steve Keele

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VO

Casting and Voice Direction
Tom Keegan

Casting Associate
Eric Weiss

Dialog Supervisor and Engineer
Andrea Toylas

Dialect Coach
Jess Platt

Featuring the Voice Talents of:
Van Helsing
Hugh Jackman

Count Vladislaus Dracula
Richard Roxburgh

Velkan
Will Kemp

Igor
Kevin J. O'Connor

Frankenstein
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Mandy Steckelberg

Valerious
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Hyde
Bob Joles

Villagers
Ivo Nanov
Courtenay Taylor
Jenna Macari
James Horan
Neil Kaplan

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Production

Executive Producer
Jonathan Eubanks

Producers
William Oertel
Stephen Townsend

Direction

Vivendi Universal Games International President & Co
Christophe Ramboz

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Pierre Lansonneur

Production Team

Executive Producer
Greg Goodrich

Senior Producer
John Melchior

Associate Producer
Mike Schneider

Marketing Team

Vice President Marketingeurope
Jon Sloan

Marketing Director
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International product manager
Aurélie Champion

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Publisher
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INTERNATIONAL SENIOR PRMANAGER
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Operations Deputydirector Europe
Fabien Tisle

Europe Supply Chain Manager
Jean-Francois Cayrafourcq

Supply Chain Productmanager
Melissa Brown

Legal & Business Affairs

Legal & Business Affairsdirector
Chantal Veillon-Berteloot

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Direct Marketingdirector
Anne Berrard

Internet Project Manager
Guillaume Sartre

Web Marketingcoordinator
Yann Pallatier

Localisation Team

Managing Director
Gerry Carty

Localisation Manager
Barry Kehoe

Senior Project Managers
Jim Clarke
Pearse Finegan
Bobby Henderson

Lead
Sarah Brennan

QA Testers
Manuel Carrière
Niall Hogan
Ignacio Requena
Corina Zaha

Compliance Test:
Nico Richters
Brendan Aupy
Daniel Stahelin

FILM CREATIVE CONSULTANT

Jesse Peckham, The Sommers Company"

UNIVERSAL CONSUMER PRODUCTS GROUP

Vice President, Interactive
Bill Kispert

Interactive Coordinator
Dawn Silleman

Manager Rights and Clearance / Product Approval
Julie Chebbi

Creative Consultant
Roger Estrada

Senior Art Director
Susan McIntyre-Young
Senior Counsel
Todd Whitford

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Stephen Sommers
and Bob Ducsay

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Guy Adan
Dawn Ahrens
Melissa Amador
Kevin Campbell
Eddie Egan
Adam Fogelson
Colleen Foster
Elizabeth Gelfand
Beth Goss
Debbie Jackman
Ryan Landels
David O'Connor
Jeff Sakson
Marc Shmuger
Matthew Stueken
Analissa Trinidad

UNIVERSAL STUDIOS CPG EUROPE

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